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-	8	weight\$2 same token same allocat\$3	USPAT	2004/02/18 20:50
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Relevance scale

- 1** Source time scale and optimal buffer/bandwidth tradeoff for heterogeneous regulated traffic in a network node

Francesco Lo Presti, Zhi-Li Zhang, Jim Kurose, Don Towsley

August 1999 **IEEE/ACM Transactions on Networking (TON)**, Volume 7 Issue 4

Full text available:  pdf(286.78 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



- 2** On end-to-end performance of multi-service concatenation

Yanni Ellen Liu

November 1998 **Proceedings of the 1998 conference of the Centre for Advanced Studies on Collaborative research**

Full text available:  pdf(916.79 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)



Channel scheduling algorithms that are used in network routers play a vital role in providing end-to-end quality of service(QoS) guarantees. In a heterogeneous network environment, a mixture of scheduling schemes is often found at the various routers. Although weighted fair queueing(WFQ), when combined with traffic policing, has been regarded as an ideal scheduling scheme in terms of its end-to-end delay bound and fairness properties, its asymptotic time complexity increases linearly with the nu ...

- 3** MPICH-GQ: quality-of-service for message passing programs

Alain J. Roy, Ian Foster, William Gropp, Brian Toonen, Nicholas Karonis, Volker Sander
November 2000 **Proceedings of the 2000 ACM/IEEE conference on Supercomputing (CDROM)**

Full text available:  pdf(140.75 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)




Parallel programmers typically assume that all resources required for a program's execution are dedicated to that purpose. However, in local and wide area networks, contention for shared networks, CPUs, and I/O systems can result in significant variations in availability, with consequent adverse effects on overall performance. We describe a new message-passing architecture, MPICH-GQ, that uses quality of service (QoS) mechanisms to manage contention and hence improve performance of message ...

Keywords: MPI, Quality of Service, Differentiated Services, TCP

- 4**

Effective bandwidth of general Markovian traffic sources and admission control of high speed networks



Anwar I. Elwalid, Debasis Mitra

June 1993 **IEEE/ACM Transactions on Networking (TON)**, Volume 1 Issue 3

Full text available:  pdf(1.82 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



- 5 Understanding and improving TCP performance over networks with minimum rate guarantees**

Wu-chang Feng, Dilip D. Kandlur, Debanjan Saha, Kang G. Shin

April 1999 **IEEE/ACM Transactions on Networking (TON)**, Volume 7 Issue 2

Full text available:  pdf(258.07 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: TCP, differentiated services, integrated services, queue management



- 6 Multimedia streaming and services: Adaptive disk scheduling in a multimedia DBMS**

Ketil Lund, Vera Goebel

November 2003 **Proceedings of the eleventh ACM international conference on Multimedia**

Full text available:  pdf(328.60 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we present APEX, a disk scheduling framework with QoS support, designed for environments with highly varying disk bandwidth usage. In particular, we focus on a Learning-on-Demand scenario supported by a multimedia database management system, where students can search for, and play back multimedia-based learning material. APEX is based on a two-level scheduling architecture, where the upper level realizes different service classes using a set of queues, while the lower level distri ...

Keywords: MMDBMS, QoS, disk scheduling



- 7 Cluster resource management: Resource overbooking and application profiling in shared hosting platforms**

Bhuvan Urgaonkar, Prashant Shenoy, Timothy Roscoe

December 2002 **ACM SIGOPS Operating Systems Review**, Volume 36 Issue SI

Full text available:  pdf(2.00 MB)

Additional Information: [full citation](#), [abstract](#), [references](#)

In this paper, we present techniques for provisioning CPU and network resources in shared hosting platforms running potentially antagonistic third-party applications. The primary contribution of our work is to demonstrate the feasibility and benefits of overbooking resources in shared platforms, to maximize the platform yield: the revenue generated by the available resources. We do this by first deriving an accurate estimate of application resource needs by profiling applications on dedicated no ...



- 8 An effective congestion control scheme for ATM networks**

Mohsen H. Guizani

March 1998 **International Journal of Network Management**, Volume 8 Issue 2

Full text available:  pdf(98.57 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Congestion control is considered one of the most challenging issues of ATM. Simulation results are presented which show the performance superiority of the proposed scheme as compared to the conventional leaky bucket scheme. © 1998 John Wiley & Sons, Ltd.



- 9 Supporting real-time applications in an Integrated Services Packet Network: architecture and mechanism**

David D. Clark, Scott Shenker, Lixia Zhang

October 1992

ACM SIGCOMM Computer Communication Review , Conference proceedings on Communications architectures & protocols, Volume 22 Issue 4

Full text available:  pdf(1.75 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper considers the support of real-time applications in an Integrated Services Packet Network (ISPN). We first review the characteristics of real-time applications. We observe that, contrary to the popular view that real-time applications necessarily require a fixed delay bound, some real-time applications are more flexible and can adapt to current network conditions. We then propose an ISPN architecture that supports two distinct kinds of real-time service: g ...

10 A measurement-based admission control algorithm for integrated services packet networks 

Sugih Jamin, Peter B. Danzig, Scott Shenker, Lixia Zhang

October 1995 **ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Applications, technologies, architectures, and protocols for computer communication**, Volume 25 Issue 4

Full text available:  pdf(1.67 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Many designs for integrated service networks offer a bounded delay packet delivery service to support real-time applications. To provide bounded delay service, networks must use admission control to regulate their load. Previous work on admission control mainly focused on algorithms that compute the worst case theoretical queueing delay to guarantee an absolute delay bound for all packets. In this paper we describe a *measurement-based* admission control algorithm for *predictive* serv ...

11 A measurement-based admission control algorithm for integrated service packet networks 

Sugih Jamin, Peter B. Danzig, Scott J. Shenker, Lixia Zhang

February 1997 **IEEE/ACM Transactions on Networking (TON)**, Volume 5 Issue 1

Full text available:  pdf(284.33 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: predictive service, quality-ofservice guarantee, real-time traffic

12 Leave-in-Time: a new service discipline for real-time communications in a packet-switching network 

Norival R. Figueira, Joseph Pasquale

October 1995 **ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Applications, technologies, architectures, and protocols for computer communication**, Volume 25 Issue 4

Full text available:  pdf(1.37 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Leave-in-Time is a new rate-based service discipline for packet-switching nodes in a connection-oriented data network. Leave-in-Time provides sessions with upper bounds on end-to-end delay, delay jitter, buffer space requirements, and an upper bound on the probability distribution of end-to-end delays. A Leave-in-Time session's guarantees are completely determined by the dynamic traffic behavior of that session, without influence from other sessions. This results in the desirable property that t ...

13 Testbed directions and experience: PlanetLab: an overlay testbed for broad-coverage services 

Brent Chun, David Culler, Timothy Roscoe, Andy Bavier, Larry Peterson, Mike Wawrzoniak, Mic Bowman

July 2003 **ACM SIGCOMM Computer Communication Review**, Volume 33 Issue 3

Full text available:  pdf(158.92 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

PlanetLab is a global overlay network for developing and accessing broad-coverage network services. Our goal is to grow to 1000 geographically distributed nodes, connected by a diverse collection of links. PlanetLab allows multiple service to run concurrently and continuously, each in its own slice of PlanetLab. This paper describes our initial implementation of PlanetLab, including the mechanisms used to implement virtualization, and the collection of core services used to manage PlanetLab.

14 On the impact of policing and rate guarantees in DiffServ networks: a video streaming application perspective 

Wael Ashmawi, Roch Guerin, Stephen Wolf, Margaret Pinson

August 2001 **ACM SIGCOMM Computer Communication Review , Proceedings of the 2001 conference on Applications, technologies, architectures, and protocols for computer communications**, Volume 31 Issue 4

Full text available:  pdf(481.38 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

15 A virtual loss-load congestion control strategy for high speed networks 

Narayanan Prithviraj, Carey L. Williamson

April 1996 **ACM SIGCOMM Computer Communication Review**, Volume 26 Issue 2

Full text available:  pdf(1.33 MB) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

This paper evaluates a hybrid congestion control strategy called the Virtual Loss-Load model. The approach combines the leaky bucket traffic shaper (a preventive congestion control mechanism) with the loss-load model (a reactive congestion control mechanism). Simulation is used to evaluate the virtual loss-load model, and to compare its performance to that of other reactive congestion control strategies from the literature. The evaluation is done using a benchmark suite of network scenarios prop ...

16 MAC protocol and traffic scheduling for wireless ATM networks 

Nikos Passas, Lazaros Merakos, Dimitris Skryianoglou, Frédéric Bauchot, Gérard Marmigère, Stéphane Decrauzat

September 1998 **Mobile Networks and Applications**, Volume 3 Issue 3

Full text available:  pdf(802.71 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The Medium Access Control (MAC) protocol defined in the Wireless ATM Network Demonstrator (WAND) system being developed within the project Magic WAND is presented. Magic WAND is investigating extensions of ATM technology to cover wireless customer premises networks, in the framework of the Advanced Communications Technologies and Services (ACTS) programme, funded by the European Union. The MAC protocol, known as MASCARA, uses a dynamic TDMA scheme, which combines reservation-and contention ...

17 Computer networks (CN): EmuNET: a real-time network emulator 

Ayman Kayssi, Ali El-Haj-Mahmoud

March 2004 **Proceedings of the 2004 ACM symposium on Applied computing**

Full text available:  pdf(691.99 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

New protocols and network applications must be extensively tested before deployment on the Internet. In this paper, we describe the design and implementation of EmuNET, a lightweight, portable, configurable, and extendable network emulator, which can be used to emulate a wide variety of network characteristics and conditions inside a laboratory environment. Protocols and applications can be tested, without modification, directly on top of the emulated network. The emulator can be used to test pr ...

Keywords: delay, jitter, network emulation, queuing disciplines

18 Latency-rate servers: a general model for analysis of traffic scheduling algorithms

Dimitrios Stiliadis, Anujan Varma

October 1998 **IEEE/ACM Transactions on Networking (TON)**, Volume 6 Issue 5

Full text available:  pdf(470.40 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



Keywords: delay bounds, fair queueing algorithms, performance bounds, traffic scheduling

19 Integrated services packet networks with mobile hosts: architecture and performance

Anup Kumar Talukdar, B. R. Badrinath, Arup Acharya

March 1999 **Wireless Networks**, Volume 5 Issue 2

Full text available:  pdf(247.85 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



This paper considers the support of real-time services to mobile users in an Integrated Services Packet Network. In the currently existing architectures, the service guarantees provided to the mobile hosts are mobility dependent, i.e., mobile hosts experience wide variation in the quality of service and often service disruption when hosts move from one location to another. The network performance degrades significantly when mobile hosts are provided with mobility independent service guarant ...

20 Video over TCP with receiver-based delay control

Pai-Hsiang Hsiao, H. T. Kung, Koan-Sin Tan

January 2001 **Proceedings of the 11th international workshop on Network and operating systems support for digital audio and video**

Full text available:  pdf(771.17 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)



Unicasting video streams over TCP connections is a challenging problem because video sources cannot normally adapt to delay and throughput variations of TCP connections. This paper points out a direction on how TCP can be modified such that TCP connections can carry hierarchically-encoded layered video streams well, while being friendly to other competing flows. The method is called Receiver-based Delay Control(RDC). Under RDC, a TCP connection can slow down its transmissi ...

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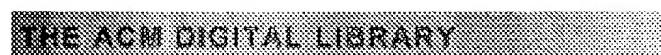
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March 1998 **International Journal of Network Management**, Volume 8 Issue 2

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5 Cluster resource management: Resource overbooking and application profiling in shared hosting platforms 

Bhuvan Urgaonkar, Prashant Shenoy, Timothy Roscoe

December 2002 **ACM SIGOPS Operating Systems Review**, Volume 36 Issue SI

Full text available:  pdf(2.00 MB) Additional Information: [full citation](#), [abstract](#), [references](#)

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Norival R. Figueira, Joseph Pasquale

October 1995 **ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Applications, technologies, architectures, and protocols for computer communication**, Volume 25 Issue 4

Full text available:  pdf(1.37 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

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Nikos Passas, Lazaros Merakos, Dimitris Skyrianoglou, Frédéric Bauchot, Gérard Marmigère, Stéphane Decrauzat

September 1998 **Mobile Networks and Applications**, Volume 3 Issue 3

Full text available:  pdf(802.71 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The Medium Access Control (MAC) protocol defined in the Wireless ATM Network Demonstrator (WAND) system being developed within the project Magic WAND is presented. Magic WAND is investigating extensions of ATM technology to cover wireless customer premises networks, in the framework of the Advanced Communications Technologies and Services (ACTS) programme, funded by the European Union. The MAC protocol, known as MASCARA, uses a dynamic TDMA scheme, which combines reservation-and contention ...

9 A rate-based overload control method for the radio channel in PCN

Nikos I. Passas, Lazaros F. Merakos

September 1997 **Wireless Networks**, Volume 3 Issue 4Full text available:  pdf(340.69 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Third-generation wireless digital communication systems, currently being developed, are intended to integrate all the existing wireless systems and cover a wide range of services, including voice, video and multimedia. A difficult problem towards this direction is the efficient use of the limited available bandwidth. Although considerable improvements have been made recently in transmitter and receiver technology, the capacity of the air interface is still considerably smaller compared to o ...

10 A virtual loss-load congestion control strategy for high speed networks

Narayanan Prithviraj, Carey L. Williamson

April 1996 **ACM SIGCOMM Computer Communication Review**, Volume 26 Issue 2Full text available:  pdf(1.33 MB) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

This paper evaluates a hybrid congestion control strategy called the Virtual Loss-Load model. The approach combines the leaky bucket traffic shaper (a preventive congestion control mechanism) with the loss-load model (a reactive congestion control mechanism). Simulation is used to evaluate the virtual loss-load model, and to compare its performance to that of other reactive congestion control strategies from the literature. The evaluation is done using a benchmark suite of network scenarios prop ...

11 The design of QoS guarantee network subsystem

Jun Wen, Xianliang Lu

January 2002 **ACM SIGOPS Operating Systems Review**, Volume 36 Issue 1Full text available:  pdf(586.93 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The current Internet service model treats all requests equivalently, there are great need of Quality of Service guarantee for real-time traffic. The paper covers two QoS guarantee methods: Integrated Service and Differentiated Service, and discusses its interoperation problems. To estimate the efficient bandwidth of traffic flow requirement, we use Fractional Brownian Motion model to simulate the self-similar traffic. The algorithm can plenty utilize bandwidth. When combining with the user-level ...

12 A measurement-based admission control algorithm for integrated service packet networks

Sugih Jamin, Peter B. Danzig, Scott J. Shenker, Lixia Zhang

February 1997 **IEEE/ACM Transactions on Networking (TON)**, Volume 5 Issue 1Full text available:  pdf(284.33 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: predictive service, quality-ofservice guarantee, real-time traffic

13 Computer networks (CN): EmuNET: a real-time network emulator

Ayman Kayssi, Ali El-Haj-Mahmoud

March 2004 **Proceedings of the 2004 ACM symposium on Applied computing**Full text available:  pdf(691.99 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

New protocols and network applications must be extensively tested before deployment on the Internet. In this paper, we describe the design and implementation of EmuNET, a lightweight, portable, configurable, and extendable network emulator, which can be used to emulate a wide variety of network characteristics and conditions inside a laboratory environment. Protocols and applications can be tested, without modification, directly on top of the emulated network. The emulator can be used to test pr ...

Keywords: delay, jitter, network emulation, queuing disciplines

14 An active service framework and its application to real-time multimedia transcoding

Elan Amir, Steven McCanne, Randy Katz

October 1998 **ACM SIGCOMM Computer Communication Review , Proceedings of the ACM SIGCOMM '98 conference on Applications, technologies, architectures, and protocols for computer communication**, Volume 28 Issue 4

Full text available:  pdf(1.80 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Several recent proposals for an "active networks" architecture advocate the placement of user-defined computation within the network as a key mechanism to enable a wide range of new applications and protocols, including reliable multicast transports, mechanisms to foil denial of service attacks, intra-network real-time signal transcoding, and so forth. This laudable goal, however, creates a number of very difficult research problems, and although a number of pioneering research efforts in active ...

15 A measurement-based admission control algorithm for integrated services packet networks

Sugih Jamin, Peter B. Danzig, Scott Shenker, Lixia Zhang

October 1995 **ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Applications, technologies, architectures, and protocols for computer communication**, Volume 25 Issue 4

Full text available:  pdf(1.67 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Many designs for integrated service networks offer a bounded delay packet delivery service to support real-time applications. To provide bounded delay service, networks must use admission control to regulate their load. Previous work on admission control mainly focused on algorithms that compute the worst case theoretical queueing delay to guarantee an absolute delay bound for all packets. In this paper we describe a *measurement-based* admission control algorithm for *predictive* serv ...

16 Technical papers: DCAP: detecting misbehaving flows via collaborative aggregate policing

Chen-Nee Chuah, Lakshminarayanan Subramanian, Randy H. Katz

October 2003 **ACM SIGCOMM Computer Communication Review**, Volume 33 Issue 5

Full text available:  pdf(281.15 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)

This paper proposes a detection mechanism called *DCAP* for a network provider to monitor incoming traffic and identify misbehaving flows without having to keep per-flow accounting at any of its routers. Misbehaving flows refer to flows that exceed their stipulated bandwidth limit. Through collaborative aggregate policing at both ingress and egress nodes, DCAP is able to quickly narrow the search to a candidate group that contains the misbehaving flows, and eventually identify the individua ...

Keywords: flow-level accounting, misbehaving flow detection, traffic policing

17 Aggregation and conformance in differentiated service networks: a case study

Roch A. Guérin, Vicent Pla

January 2001 **ACM SIGCOMM Computer Communication Review**, Volume 31 Issue 1

Full text available:  pdf(1.37 MB)

Additional Information: [full citation](#), [abstract](#), [index terms](#)

The Differentiated Service (Diff-Serv) architecture [1] advocates a model based on different "granularity" at network edges and within the network. In particular, core routers are only required to act on a few aggregates that are meant to offer a pre-defined set of service levels. The use of aggregation raises a number of questions for end-to-end services, in

particular when crossing domain boundaries where policing actions may be applied. This paper focuses on ...

18 A reliable multicast framework for light-weight sessions and application level framing

Sally Floyd, Van Jacobson, Steve McCanne, Ching-Gung Liu, Lixia Zhang

October 1995 **ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Applications, technologies, architectures, and protocols for computer communication**, Volume 25 Issue 4

Full text available:  pdf(1.67 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes SRM (Scalable Reliable Multicast), a reliable multicast framework for application level framing and light-weight sessions. The algorithms of this framework are efficient, robust, and scale well to both very large networks and very large sessions. The framework has been prototyped in wb, a distributed whiteboard application, and has been extensively tested on a global scale with sessions ranging from a few to more than 1000 participants. The paper describes the principles tha ...

19 On the impact of policing and rate guarantees in DiffServ networks: a video streaming application perspective

Wael Ashmawi, Roch Guerin, Stephen Wolf, Margaret Pinson

August 2001 **ACM SIGCOMM Computer Communication Review , Proceedings of the 2001 conference on Applications, technologies, architectures, and protocols for computer communications**, Volume 31 Issue 4

Full text available:  pdf(481.38 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

20 A reliable multicast framework for light-weight sessions and application level framing

Sally Floyd, Van Jacobson, Ching-Gung Liu, Steven McCanne, Lixia Zhang

December 1997 **IEEE/ACM Transactions on Networking (TON)**, Volume 5 Issue 6

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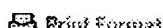
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2 Performance limitation of the leaky bucket algorithm for ATM networks

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Hidano, F.;
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Low, S.; Varaiya, P.;

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6 On traffic characteristics and bandwidth requirements of voice over IP applications

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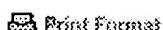
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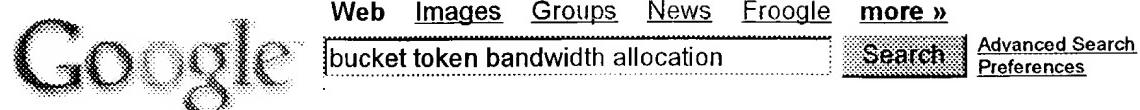
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Military Communications Conference, 1994. MILCOM '94. Conference Record, 1994 IEEE , 2-5 Oct. 1994
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... token buckets at the ingress routers, the bucket size was ... The token rate for each of the eight labels is ... each flow should get a share of bandwidth, which is in ...

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